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360zine Issue 21 | August 2008

Free Magazine For Xbox 360 Gamers. *Read it, Print it, Send it to your mates...*

E3 SPECIAL REPORT
Why the Xbox 360 is still the best console in town!

EXCLUSIVE INTERVIEW! **LEGO BATMAN**

WARHAMMER BATTLE MARCH

Massive hands-on preview inside...

PREVIEW! **RESIDENT EVIL 5**

PREVIEW! **MIRROR'S EDGE**

REVIEW! **SOUL CALIBUR IV**



NAVIGATE ➔

|02

Welcome to 360Zine



The videogames show that is E3 always heralds the battle of the gaming brands and this year was no exception. And the good news for Xbox 360 owners is that Microsoft more than held its own in the new announcement stakes. With a flash new dashboard on its way and a stack of new titles to look forward (especially news that Fable 2 is locked an into ug chasing stage already) to you can rest assured that the 360 will remain at the cutting edge of console gaming for some time to come. Don't miss our full report kicking off on page 19.

Back in the here and now we have full reviews of C&C: Kane's Wrath and the awesome Soul Calibur IV. If you only buy one game this month then make sure that this is it...

Enjoy the issue...

360Zine FEEDBACK!
Click here to tell us what you think of the new issue.

Dan Hutchinson, Editor
360zine@gamerzines.com

MEET THE TEAM

Probably the best games writers on the planet



Chris Schilling
Is back from E3



Steve Hill
Is our Resident Evil



Ian Morris
Is on the Mirror's Edge



Soul Calibur IV

Don't miss! This month's top highlights



Warhammer: Battle March



E3 Show round-up



Resident Evil 5



LEGO Batman interview

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We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

QUICK FINDER

Every game's just a click away!

Mirror's Edge
Halo Wars
Bayonetta
Warhammer: Battle March
I Am Alive
Borderlands
Resident Evil 5
RACE Pro
Lego Batman
Quantum of Solace
Scene It: Box Office
Soul Calibur IV
Command & Conquer: Kane's Wrath
50 Cent: Blood on the Sand
XBLA

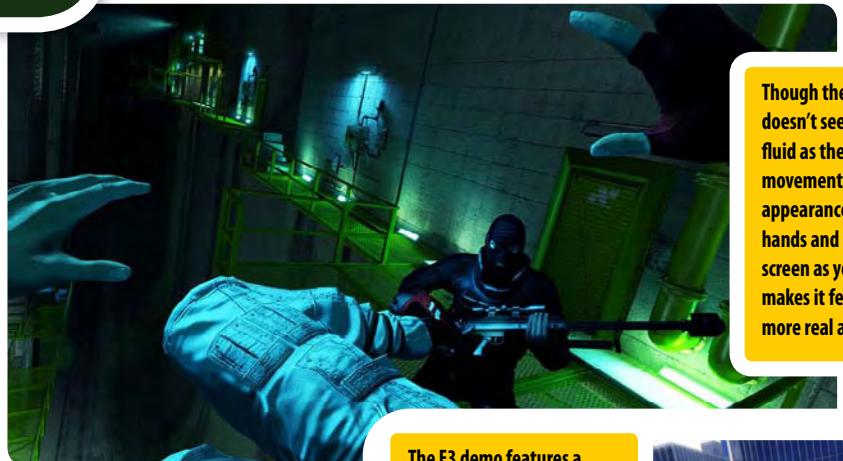




Previews



Publisher: EA
 Developer: DICE
 Heritage: Battlefield 2142,
 Battlefield: Bad Company
 Link: www.on-mirrors-edge.com
 ETA: Q4 2008



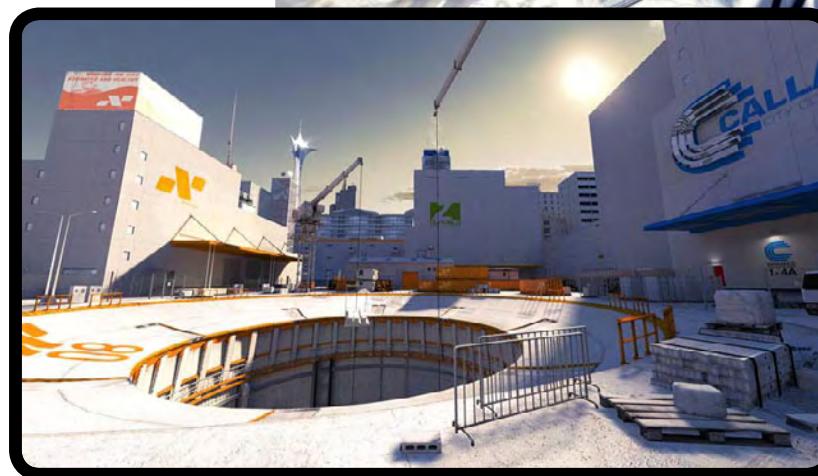
Though the fighting doesn't seem quite as fluid as the general movement, the appearance of your hands and legs on screen as you lash out makes it feel much more real and effective.



The E3 demo features a prodigious leap onto the side of a helicopter, as lead character Faith escapes her enemies. Thrilling stuff.



The game has virtually no HUD at all – simply a single dot which helps to centre your vision.



FIRST LOOK

Mirror's Edge

Well above parkour

What's the story?

In a futuristic dystopia where all communication is heavily restricted, a group of couriers, named runners, flout authority by delivering packages across the city. They do this by free running across the rooftops, leaping between buildings and sliding under barriers while fending off the attentions of the government officers who attempt to put a stop to their plans.

What do we know?

Not only was Mirror's Edge one of the most visually striking games shown off at this year's E3 – with its crisp white surfaces and occasional flashes of solid colour – but it was one of the most original. The first-person genre has almost always focused on shooting, whereas here you're mostly unarmed – making your way through the world in a fluid, fast-flowing manner entirely at odds with the limited movement commonly found when using this perspective. Question marks remain over the combat, but the simple joy of getting around the city can't be denied. Mirror's Edge reeks of quality, and we're looking forward to getting more hands-on time with the game within the next couple of months.

When do we get more?

There's no concrete release date as yet, but it will be arriving before the end of the year.

Anything else to declare?

The coloured items that you'll spot in the city aren't just there for show – they're a way of instantly telling which objects you can interact with – whether by climbing, vaulting or wall-running.

PREVIEW FEEDBACK!
 Click here to tell us what you think of Mirror's Edge

"The first-person genre has usually focused on shooting, whereas here you're mostly unarmed"



Previews



Our gaming senses tell us that Bayonetta could be something rather special.

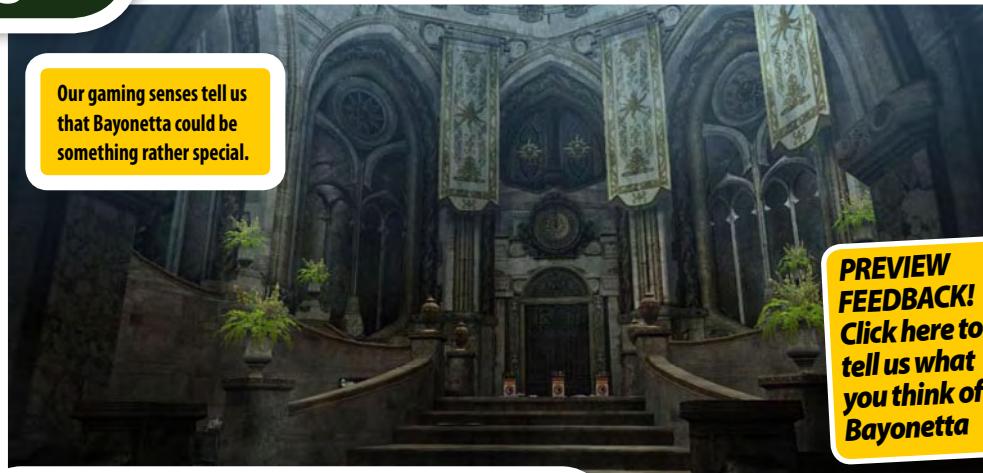
Publisher: Sega

Developer: Platinum Games

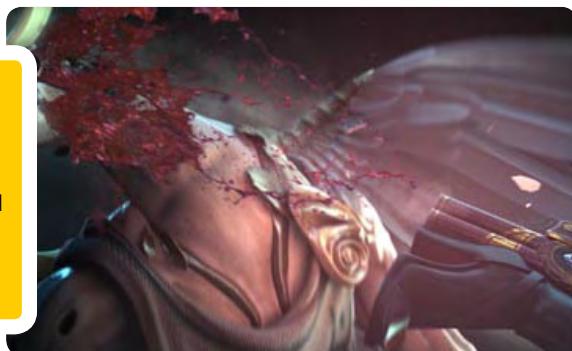
Heritage: Viewtiful Joe, Okami

Link: www.sega.com/platinumgames/bayonetta/EnglishUK/index2.html

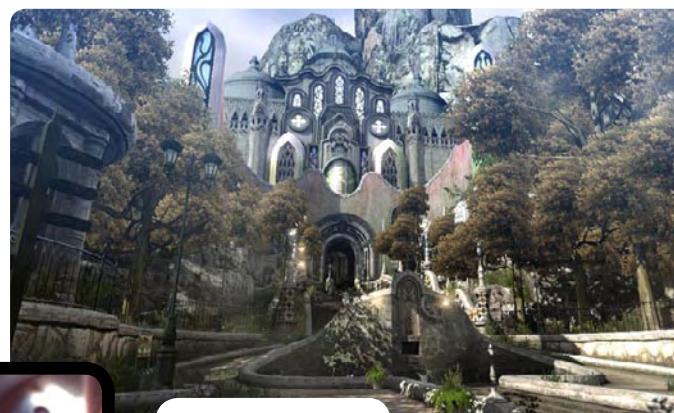
ETA: Early 2009



PREVIEW FEEDBACK! Click here to tell us what you think of Bayonetta



The combat is fast-paced, as is Kamiya's trademark. Yet it seems that it'll be more brutal than Devil May Cry, with much more blood and some truly violent deaths.



As you can clearly see, there's been a lot of thought put into the graphics in Bayonetta.



"Bayonetta is a lithe, bespectacled witch with guns in her feet"

FIRST LOOK

Bayonetta

Anyone for ice cream? Oh, Bayonetta...

What's the story?

Clover Studios makes very good videogames for Capcom. Clover Studios' games don't sell very well. Capcom drops Clover. Clover reforms as Platinum Games. Platinum Games signs a publishing deal with Sega. Sega announces the release of Bayonetta, from the creator of Devil May Cry. World rejoices.

What do we know?

It's a third-person action game from Hideki Kamiya, the man behind gun-wielding, sword-swinging demon hero Dante. But not content with the outlandish poppy of his most famous creation, he's gone for an even more bizarre protagonist this time. Bayonetta is a lithe, bespectacled witch with guns in her feet. As if that wasn't enough, she also has magic hair, which can transform into a weapon itself – from a giant fist to a huge dragon. Oh, and she can summon torture devices from thin air, which is rather handy. Kamiya has suggested that the third-person action game hasn't been revolutionised since the

original DMC, and that with Bayonetta he's finally going to bring the genre kicking and screaming into the current gen. Exciting stuff.

When do we get more?

Unfortunately, it's not due out until early 2009, but hopefully we'll be seeing more of this at the Leipzig game show in August.

Anything else to declare?

Kamiya's certainly confident that Platinum Games can pull this off. "Where we once gave birth to true 3D action, we return to unleash a new truth on the world. A truth only we can create." Bold words. Here's hoping Bayonetta lives up to them.



PLAYBACK OPTIONS:

Text XBOX to 64546* for FREE Too Human content



Jump in.



"Be careful when you fight the monsters, lest you become one."

FRIEDRICH NIETZSCHE

29th August

TOO HUMAN.

XBOX 360 LIVE

CONTROL ➔





Previews



Publisher: Ubisoft

Developer: Ubisoft

Heritage: Splinter Cell,
Assassin's CreedLink: www.iamalive.game.com

ETA: Q2 2009



The initial cause of the devastation isn't known, which suggests that the earthquake didn't occur naturally. Could some otherworldly evil be involved?



Ubisoft CEO Yves Guillemot explains that you'll have to 'make life-changing decisions'. It's all sounding very intriguing to us.



Apparently the trailer is representative of the sort of situations you'll find yourself in within the game.



FIRST LOOK

I am Alive

A whole lot of shaking going on...

What's the story?

A man called Adam is running through the remains of a destroyed building, his clothes tattered and torn. He falls down, and then the three men that are chasing him catch up, demanding something from him. Adam throws a water bottle to the ground, and as the men scrabble to pick it up, they fall through the pane of glass it was resting on. Cut to six days earlier, and we see the cause of the devastation – a huge earthquake in central Chicago.

What do we know?

As scene-setting trailers go, I am Alive is one of the most successful we've seen in a while at whipping up immediate interest in a game we've never previously heard of. Initially it was rumoured that this was the next project for Assassin's Creed helmer Jade Raymond – though Ubisoft has since confirmed this isn't actually the case. Described as an 'edgy new survival adventure', hopefully this will play something like a more polished version of the superb SOS: The Final Escape – only this looks a lot more polished than the rough-around-the-edges cult PlayStation 2 hit.

When do we get more?

It's out in the second quarter of next year, though Ubisoft will likely be showing off more of the game at upcoming press events.

Anything else to declare?

There's a web address on a scrolling display in the background during the trailer – www.ruaumoko.com – Ruaumoko was the Maori god of earthquakes. The site, however, merely redirects you to the game's official web page.

"I am Alive's trailer is one of the most successful we've seen at whipping up immediate interest"



INCOMING

A fistful of top new titles coming to 360...



Borderlands

Publisher: 2K Games | **ETA:** Q1 2009

Brothers in Arms developer Gearbox's next title is this sci-fi-themed FPS-cum-RPG. You can choose from three different characters, each with their own skillset. The game has been influenced by Diablo's random level generator, except here your guns and armour will differ each time.



Scene It: Box Office Smash

Publisher: Microsoft | **ETA:** November

The follow-up to Lights, Camera, Action looks a much better bet for multiplayer fun than its predecessor. With some interesting use of the new Avatars, many more different round types and four-team online multiplayer, this sequel will be the perfect Christmas treat for movie buffs.



RACE Pro

Publisher: Atari | **ETA:** Autumn

Coming soon from racing sim experts SimBin, RACE Pro uses the developer's own amazing custom physics engine to create one of the most realistic simulations around. This is very much for those who sneer at Forza for being softcore – with 13 real-life tracks and 12-player online races, we're sure hardcore drivers will be in absolute raptures with this.

Quantum of Solace

Publisher: Activision | **ETA:** Autumn

Sure, the film might have a stupid title, but don't let that put you off what looks like the best Bond game for an absolute age. Curiously, it's using the Call of Duty 4 engine, and yet it's developed by Call of Duty 3 helmer Treyarch – surprising, but mix a talented team with a great game engine and you've got what could be the best licenced game in years.



50 Cent: Blood on the Sand

Publisher: Who knows now? (Was Sierra/Vivendi) | **ETA:** Autumn 2008

It sounds like an horrific idea. The sequel sees Fiddy and his G-Unit chums hotfoot it to the Middle East, where they're given a diamond-encrusted skull, which is then promptly stolen. Cue our rapper and his mates grabbing an array of weapons and blowing enemies away to try and get it back. Yet early reports suggest it's actually pretty damn good. With Activision-Blizzard suddenly dropping it after their merger, we may never get to find out.



Halo Wars

Publisher: Microsoft | **ETA:** Q2 2009

We've spoken about it before, but Halo Wars is looking particularly impressive, with some atypically gorgeous graphics for a realtime strategy game. The game is set before the original Halo and sees the UNSC discovering a Forerunner artifact and battling against the Covenant. It's some way off release yet but already looks the business.

UPCOMING

SEPTEMBER

- Facebreaker – 5th September
- BAJA: Edge of Control – 12th September

OCTOBER

- Rapala Fishing Frenzy – 17th October
- Saints Row 2 – 17th October

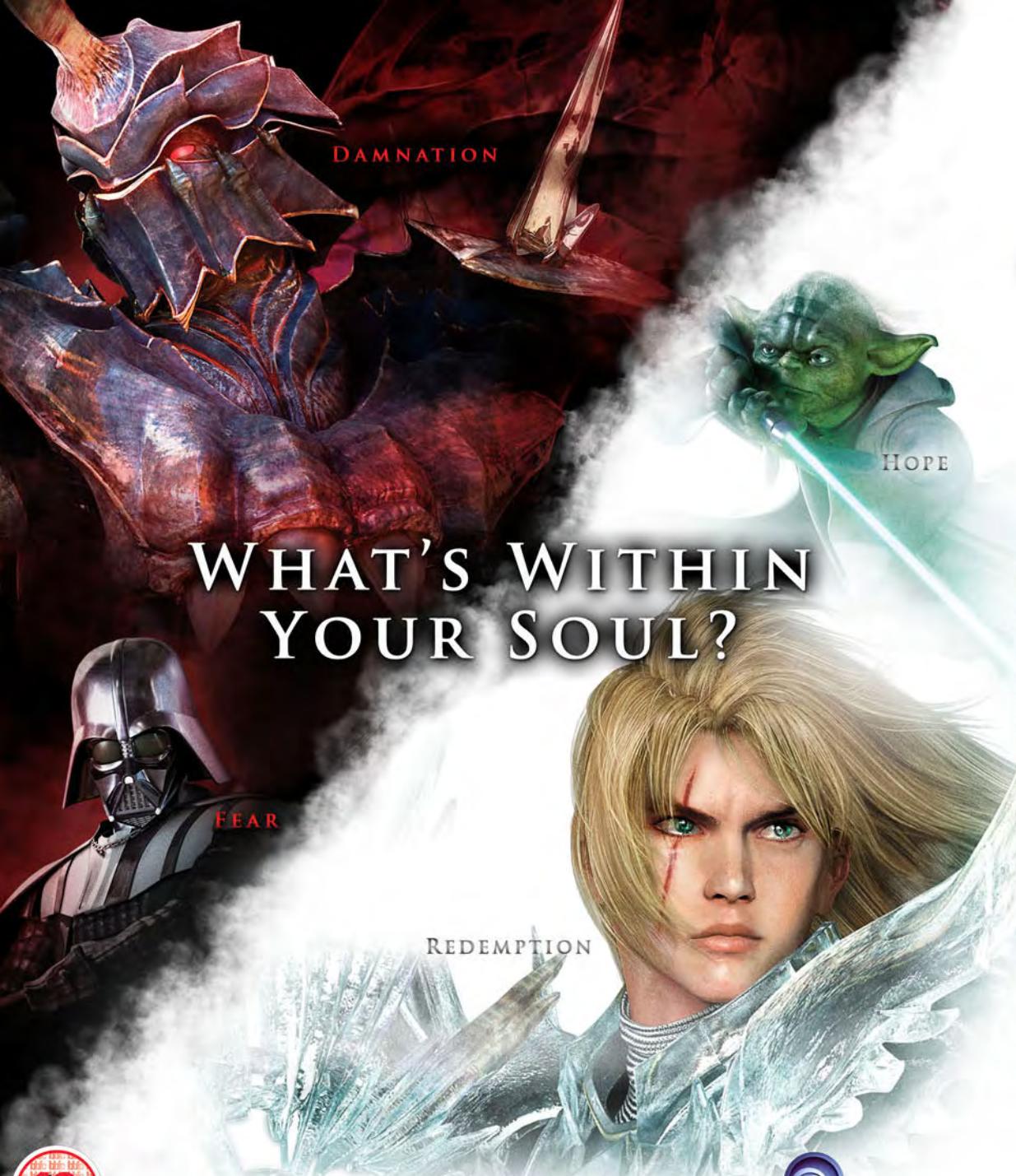
NOVEMBER

- Tomb Raider Underworld – 21st November
- Madagascar 2 – 28th November

DECEMBER

- Sonic Unleashed – December
- You're in the Movies – December





WHAT'S WITHIN
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XBOX 360. LIVE



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CONTROL ➔





HANDS ON

Warhammer: Battle March

From the tabletop to your TV screen...

The Warhammer series has spawned several videogames over the years, but Battle March marks the first time the Warhammer universe has appeared on the 360, with a tactical realtime strategy title that accurately recreates the sort of battles you'll get in the tabletop game, only with a lot less clutter when you get frustrated and knock all your lovingly-painted miniatures to the floor.

Battle March has been available on the PC for a couple of months now as



You can even alter the facial features of your men.

an expansion pack to the 2006 hit Warhammer: Mark of Chaos. The 360 game, however, is an amalgamation of the two – it's nice to essentially be offered the content of two games for the price of one, even if the original's now two years old.

Mark of Chaos was an RTS which eschewed much of the resource

"It's nice to essentially be offered the content of two games for the price of one"

management that had become a genre staple, to focus much more on the battles themselves, with huge combat sequences seeing massive armies going up against each other.

>

You're bound to lose some of your men against the larger enemy units, but if you swarm them enough you'll get enough hits in before they destroy too many.



The vast array of customisation options means that no two battles need look the same.



You'll be able to micromanage your troops much better with the camera zoomed out.



While you'll be responsible for strategies and choosing what and where to level up, the busywork is kept to a relative minimum, enabling you to get on with the action.



"You're able to customise individual troops to an almost ridiculous level"

This might seem like an unfair fight, but if you're carrying larger units, chances are you've got fewer troops overall on the battlefield.



Despite the blood in this shot, Battle March is surprisingly tame in its depiction of violence.

> Warhammer continued

Though its visuals aren't quite cutting edge now, it's still an impressive-looking game, with a wealth of units onscreen at any one time, and some

excellent character models which will have any avid Warhammer fan salivating over the detail. As if the highly detailed units weren't enough, you're able to customise individual troops to an almost ridiculous level –

you'll be able to change their shields, armour and helmets for starters – which is particularly useful as you can then recognise single units from a distance. It certainly makes for a change from the clone armies that you control in many other RTS titles.

The fighting itself is enjoyable to watch, too – the Warhammer universe has been recreated well, with environments grubbily realistic, and some excellent lighting which add to the drama. The spellcasting makes for some gorgeous magic effects, too – and while the animation of your characters isn't perfect, it's a small price to pay for such detail in other areas.

As for the gameplay itself, it's fairly similar to the Total War series. You'll send your troops into battle, but you won't be bolstered with reinforcements or receive any other kind of help –

you're essentially forced to use the units you start out with, fighting until the bitter end. This means that the average headlong rush into enemy territory won't wash – you're much better off thinking more deeply about your current situation and using crafty manoeuvres to ensure you keep your best units alive.

With the battles being on such an enormous scale, it's fortunate that your units are made up of groups, or regiments, rather than single soldiers. This allows you to move large bands of your army at once, and each unit has special abilities and formations which suit different styles of combat. The upshot is that there's much more flexibility to how you approach any given situation, with the special techniques allowing even more variety still. If you can devastate your

**PREVIEW
FEEDBACK!**
Click here to tell us what you think of Warhammer: Battle March

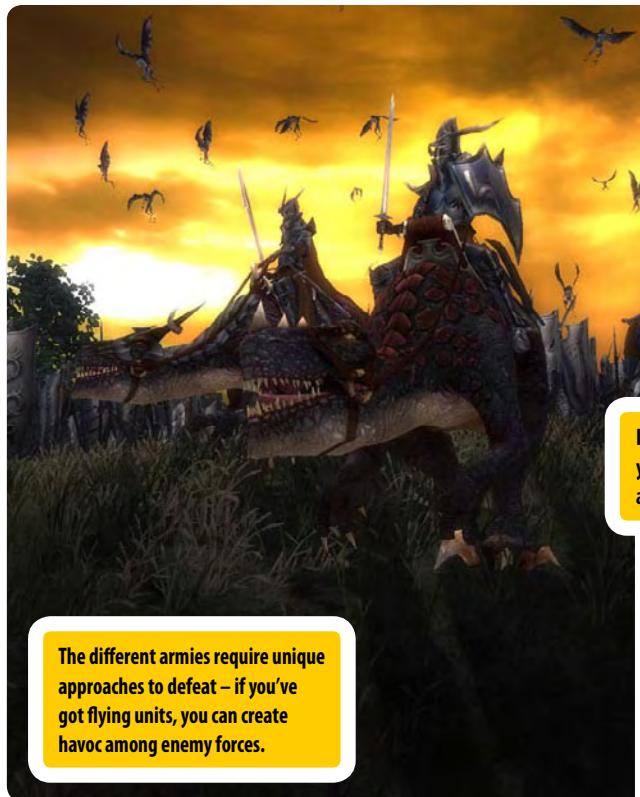




The mist and the dark skies make for some atmospheric scraps.



"You can also take to the battlefield on Xbox Live with up to three opponents"



If you're a Warhammer fan, you'll be thrilled with the attention to detail here.



The different armies require unique approaches to defeat – if you've got flying units, you can create havoc among enemy forces.

> Warhammer continued

opponent's morale with one of these moves, you can take entire units out of the picture as they flee the scene. Your rival won't be able to use these groups again in the current skirmish, so judicious use of said abilities is essential if you want to go far.

You'll also have specific hero units, which can really turn the tide of battle. These overpowered troops are limited in number but fearsome in power, and they each have skills which can give them even more strength, or others which boost the unit they're part of, should you choose to keep them separate. It's here that your magic users are most handy – while they're weak in terms of strength, and need keeping away from enemy warriors, you'll find they're probably the biggest damage-dealers in the game. Especially when they're levelled up.

The original Mark of Chaos had four armies to choose from, but with the addition of the Battle March expansion, you'll be able to pick from six on the 360. Dark Elves and Orcs & Goblins are

the two brand new forces, which join the Empire, High Elves, Skaven and Chaos armies to give you plenty of different



At last, you can finally stop painting all those tiny lead figures.

options – especially as each army has its own particular strengths to play to (and weaknesses to exploit, in the case of your opponents). Battle March also supports online play – you can take to the battlefield on Xbox Live, with up to three opponents to engage in huge skirmishes, either going head-to-head, or teaming up to take down your rivals.

While it's still a relatively niche genre on the 360, there's enough action in Battle March to please those not ordinarily into real-time strategy – and with the option to choose from a simplified control scheme to ease beginners into proceedings, RTS and Warhammer novices will find plenty to enjoy here, too. ●



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HANDS ON

Resident Evil 5

Rout of Africa

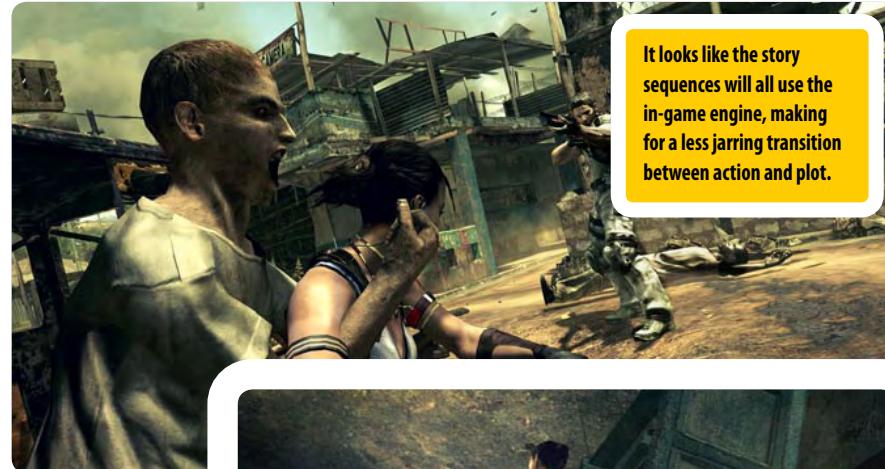
How do you top one of the best videogames ever made? That's the challenge Capcom has set itself by making Resident Evil 5, after the magnificent fourth in the series changed the survival horror genre forever. Not for nothing does Cliff Bleszinski acknowledge the part that Shinji Mikami's magnum opus played in shaping the creation of Gears of War. Quite simply, Resi 4 is one of the most thrillingly exciting and immaculately paced games you'll ever play – packed with incredible boss fights and memorable moments. It's so good

that playing it through the second time (on the Wii) was every bit as enjoyable as the first time round on the GameCube. But with the series constantly on the cutting edge of technology, a fifth game wouldn't be possible on Nintendo's baby. But the Kyoto giant's loss is Microsoft's gain – Resident Evil 5 is looking pretty much like the update we all dreamed of as soon as it was announced.

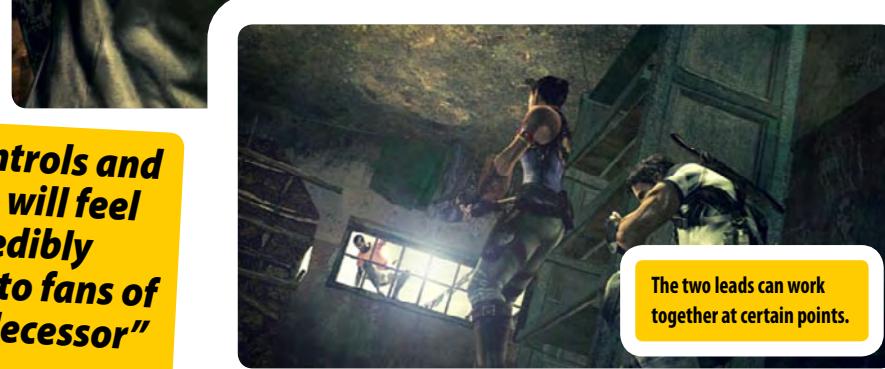
It's clear that there's been no giant leap in the gameplay mechanics – save for one particular addition we'll get to in a bit. The third-person behind-the-shoulder camera is retained, and the controls and aiming will feel incredibly familiar to fans of its predecessor. While it was always going to be tough for the 360 to live up to the terrific pointer-based shooting of the Wii edition of Resident Evil 4, it's more than a match for the GameCube game, with the analogue sticks feeling just right for controlling your guns. It's still more about crowd control panic than



Yes, it's another chainsaw-wielding nutter with a hessian sack on his head. What is it with this virus that makes people do weird things like this?



It looks like the story sequences will all use the in-game engine, making for a less jarring transition between action and plot.



The two leads can work together at certain points.



Chris has a powerful melee attack to fend off those who get too close. His punch is almost as powerful as a short-range shotgun blast!



> Resident Evil 5 continued

slow-burn suspense – except this time instead of Spanish ganados, you're taking on villagers in an unknown African country. The race controversy from the first released trailer seems to have been taken into consideration, with hero Chris Redfield (replacing Leon S. Kennedy as chief protagonist) now blasting foes of all creeds and colours. Though they might look a little different, their behaviour is remarkably similar – they'll all lurch towards you, attempting to get rid of you in the fastest and most violent way possible. And they're reminiscent of the ganados in other ways – bedraggled, with tattered clothing, and roaming around

dilapidated residences, they cut rather tragic figures; their shanty homes betraying their innocent past.

So far, so familiar then. But Resi 5 has a couple of tricks up its sleeve to prove it wouldn't be better off called Resi 4.5. For starters, there's another playable character. Sheva is a quite stunning female assistant, who can be controlled by another human player should you not fancy taking the hordes on alone. Yet even in single-player mode, she's a remarkably effective foil, taking out multiple enemies when you're struggling, and she's used to solve certain puzzles. Think of the sections in Resi 4 with Ashley, then replace her with someone who can actually handle herself in a tricky situation, and you're

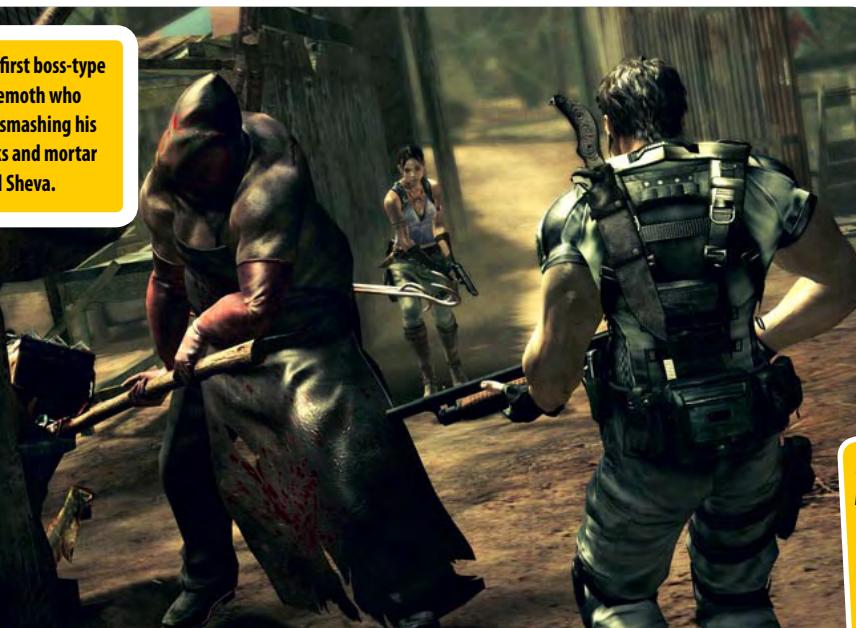


There may be a lack of zombies in Resident Evil these days, but the game's adversaries are every bit as terrifying.

halfway there. Meanwhile, the environments are much more destructible too – which adds a few gasp-worthy moments, most notably when you're barricaded in a house and an enormous assailant smashes his way in through the wall...

Given that it's not out until March, Resi 5 is looking remarkably accomplished already. And while it might share a few similarities with its predecessor, that can hardly be considered a bad thing in this case. After all, if you can't get excited about a current-gen sequel to one of the best

games ever with even better graphics and a multiplayer mode thrown in for free, then you're probably already dead. ●



This is the game's first boss-type character – a behemoth who thinks nothing of smashing his way through bricks and mortar to get to Chris and Sheva.

PREVIEW
FEEDBACK!
Click here to
tell us what
you think of
Resident Evil 5



HOW COMPLETE?

70%

FIRST IMPRESSIONS

90%

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PLAYBACK OPTIONS:

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 **XBOX 360. LIVE**

<http://warhammer.deepsilver.com>

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 CONTROL 



BLOCK PARTY

James Woodcock interviews **Richard Earl**, the Marketing Executive from Travellers Tales to discuss the slap 'brick' humour of the Caped Crusader...



We've had LEGO Star Wars, LEGO Indiana Jones and later this year LEGO Batman... so why Batman?
We are always looking for opportunities with the LEGO franchise, and LEGO Star Wars was a very obvious fit.

It was very similar with Batman. LEGO had been making the Batman play materials for a few years, and they

have a great range of toys that we are able to incorporate into the game and it's a fantastic story, too. The mini figures in the game are probably the best I have seen LEGO ever produce.

So you will find that it's a very dark and eerie Gotham City in the game, with fantastically bright primary coloured LEGO heroes and villains.

Star Wars and Indiana Jones had a clear movie path to follow with the trilogies, so which Batman movie, animation or comic is the game based on, if any?

It has been quite exciting for the producers of the game and the developers, as it has been the first time that we have actually created a wholly original story that's not tied to any of the previous films. We've been able to work with DC Comics to create a very simple and classic story. All the villains have broken out of the asylum once again and they are running amok in Gotham, creating lots of havoc and mischief. You will then play as Batman and Robin in order to thwart their dastardly schemes.

"We've created a wholly original story that's not tied to any of the previous films"



It wouldn't be a Batman game without the Boy Wonder featuring somewhere.



The Joker looks suitably insane, and has clearly taken on the look of the Sixties TV show for design inspiration.

"Each LEGO game we create is a correct treatment of the universe we're stepping into"



> Interview continued

The great fun thing about LEGO Batman is that you can play it from the other way around. If you are feeling a bit naughty, you can explore your darker side and play as the villains from their perspective. It has almost been a liberation to not be tied to a series of films, so when it comes to creating our iconic cut-scenes, the guys have had the freedom to do what they want.

Will the Batman theme from the original movie feature in the game?

We have been lucky enough to secure the original Danny Elfman score to use in the game. We're very pleased to have it, and it lends an air of authenticity.

What abilities and gadgets will Batman have?

We were presented with an interesting conundrum with Batman. Rather than Star Wars, where you have a whole host of heroic characters and Indiana with his various assistants, with Batman you have these two characters.

With our previous games, having the freedom to use other character skills has been a big part of that. So with Batman and Robin, we have technology suits. They will each have four suits and they will be able to utilise these to enhance their abilities or to access new areas in the game. Robin has these funky magno boots, which will enable him to walk vertically or even upside down on metal surfaces.

Batman has a demo suit that enables him to drop Bat Bombs around various

items of LEGO that would need to be destroyed.

Are there any missions featuring the Batmobile?

Oh yes. It wouldn't be a Batman game if you didn't have a chance to use the Batmobile.

Which villains will we see?

In Villain mode, there are 15 to play. Obviously The Joker, The Penguin and the Riddler and then you have Cat Woman, Poison Ivy, Bain, Scarecrow and the list goes on. We have yet to announce them all.

What will make LEGO Batman an essential purchase?

We are very careful to make sure that every time we make a new game, we are not just re-skinning LEGO Star Wars and we really work hard to make sure that each LEGO game we create is a correct treatment of the universe that we are stepping into. In LEGO Batman there is lots more hand-to-hand combat. Playing in Villain mode is something unique with Batman, too.

I have been lucky enough to play this in development and I think this is looking like the best game we have made so far.

Have you ever had the temptation to make the whole world LEGO constructed?

It would be fantastic to one day have a game where the whole universe is made of LEGO. I am very much hoping to see that one day. ●



Publisher: Warner Bros.

Developer: Traveller's Tales

Heritage: LEGO Star Wars,

The Chronicles of Narnia

Link: <http://legobatman.game.com>

ETA: September

LISTEN UP!
Click here to listen to the interview in full!



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PLAYBACK OPTIONS:



Walk This Way

JUNE 27TH 2008



ACTIVISION.



PlayStation®2

PLAYSTATION 3

XBOX 360® LIVE

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CONTROL ➔



Best in Show

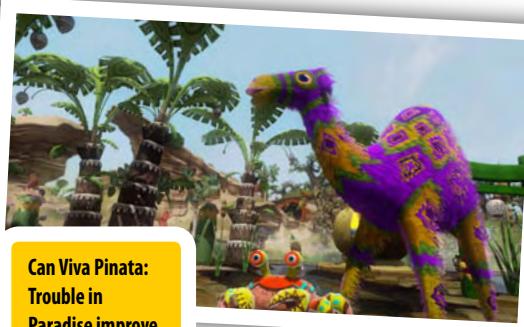
The great games and memorable moments that made Microsoft's E3

10

RARE'S RETURN TO FORM

Since signing up Nintendo's former chums Rare, there's not been an awful lot to show for the sizeable deal struck between Microsoft and the Twycross-based developer. Kameo and Grabbed by the Ghoulies were pretty average, and while Viva Pinata was enjoyable, it had a few problems which needed ironing out (and it hardly impressed from a sales perspective). So it's great to see that Rare is back in a big way

We're happy to see the return of Banjo Kazooie.



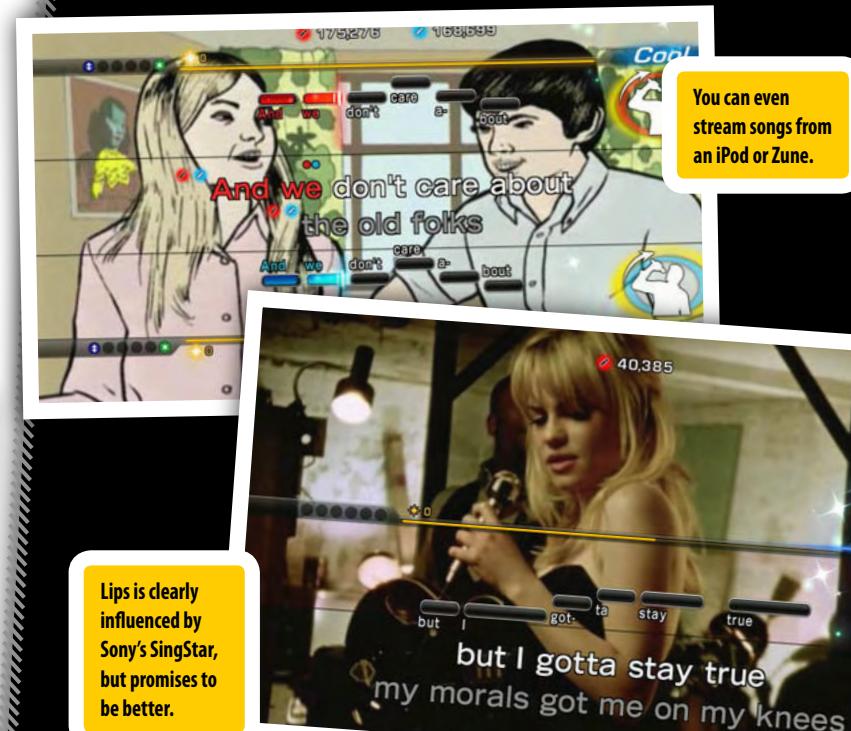
with two games which are looking terrific – Banjo Kazooie: Nuts & Bolts builds on its N64 heritage with some creative vehicular action, while Viva Pinata: Trouble in Paradise has some innovative new features and ideas to set it apart from the original. In fact, the only reason that these games are only in tenth place is because Microsoft didn't spend very long talking about them in its press briefing.

LIPS SERVICE

Microsoft spent a significant portion of its press briefing attempting to appeal outside its core audience – clearly seeking a slice of the mass-market pie which Nintendo has been greedily scoffing to itself of late. Yet while You're in the Scene It sequel suffered from a weak trailer, Lips looked the most likely to be a breakout hit for the console.

Created by Japanese developer iNIS – whose past hits include the fantastic Gitaroo Man and Elite Beat Agents – Lips is SingStar with bells on. Motion-sensing wireless mics are an instant plus, and the ability to stream songs from your iPod or Zune to sing along to is an undoubtedly bonus. iNIS knows its music, so expect Lips to be a big hit this Christmas.

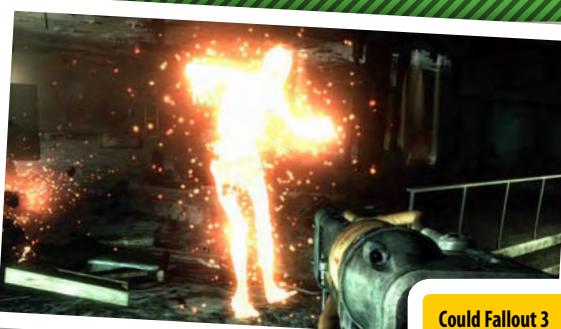
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8

FALLOUT BOYS

We've seen *Fallout 3* in action before, but it still managed to look bewitching when demoed during Microsoft's conference. Its ruined environments are stark, bleak and yet oddly beautiful, and while the demonstration offered wasn't perfect (though admittedly it would be tough to give any game justice in such a short amount of time), *Fallout 3* still looked like a potential Game of the Year contender. Its VATS combat system looks flexible enough to appeal to those who prefer slower, more tactical battles in their RPGs, while the first-person shooting was solid enough to impress the action lovers. But perhaps most significantly, despite being a

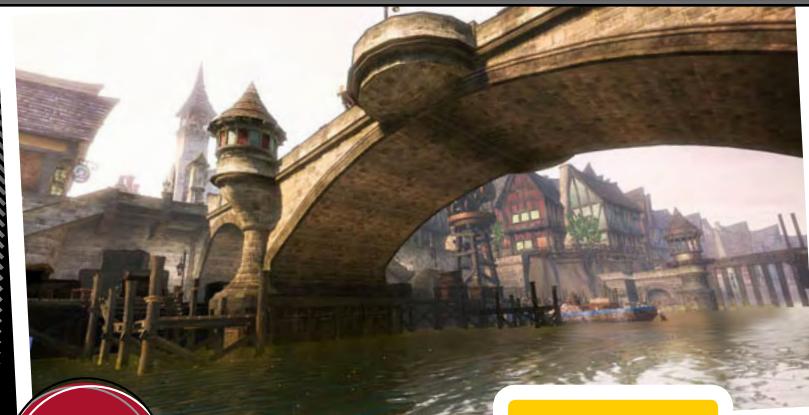


Could *Fallout 3* be the Game of the Year? Quite possibly.

multi-format title, *Fallout 3* appeared in Microsoft's conference. Ditto for *Rock Band 2* – Harmonix later enthusing about how helpful Microsoft had been during production of the rhythm-action sequel, enabling the game to appear on 360 first.

Microsoft treats its third-party partners with the utmost respect, and that's why it's the best console to own when it comes to those titles.

We're pretty excited about the prospect of Rock Band 2.



Fable 2 is the latest game from industry legend Peter Molyneux.

7

FABLE 2

It says something about the wealth of riches that Microsoft showcased in its press briefing that Peter Molyneux's demonstration of the just-finished *Fable 2* can only take seventh spot in our list. Reined in from his usual hyperbolic pronouncements, Molyneux was nevertheless clearly proud of his work, showing a game which looked delightful and ran extremely smoothly indeed.

It's rare you'll see a rural idyll so convincingly recreated in a videogame, but *Fable 2*'s verdant environments had us cooing with delight. Visuals aside, this sequel offers much more content than the original, with the superb multiplayer component shown off to full effect. When walking through the gameworld, you'll happen across purple orbs which represent your friends – communicate with them, and they can seamlessly jump into your own game, or you into theirs. It's unusual to see a role-playing game with a significant multiplayer element outside of MMOs, so this brilliant feature should make *Fable 2* feel quite unique when it arrives in October.

One of *Fable 2*'s strengths will be its original multiplayer mode.



6

ZOMBIE NATION

Another game deemed unfit for PS3, multiplayer survival horror title *Left 4 Dead* was demonstrated by Valve's Doug Lombardi, who spent time showing off the game's reactive enemy AI. He did this by showing the same section of game played by two different teams of four. The first team was low on energy and ammo, and not playing particularly well. They got a lower number of zombies to deal with than the second group, who were performing much better – the intensity of the latter encounter was further enhanced

by a far more explosive pay-off. It was a terrific example of the 'carrot not stick' mentality, which rewards the better players without punishing the less capable.

Aside from the impressive artificial intelligence, us 360 owners were given more good news with the fact that the game will feature a two-player split-screen multiplayer mode which isn't even in the PC version of the game.

With the game all but finished and currently going through one of the most rigorous playtesting processes in the business, *Left 4 Dead* should scare up plenty of business when it arrives in the first week of November.

As far as we're concerned, there really can't be too many zombie shooting games.



And you can't have a zombie film / game without a large hairy biker covered in tattoos.

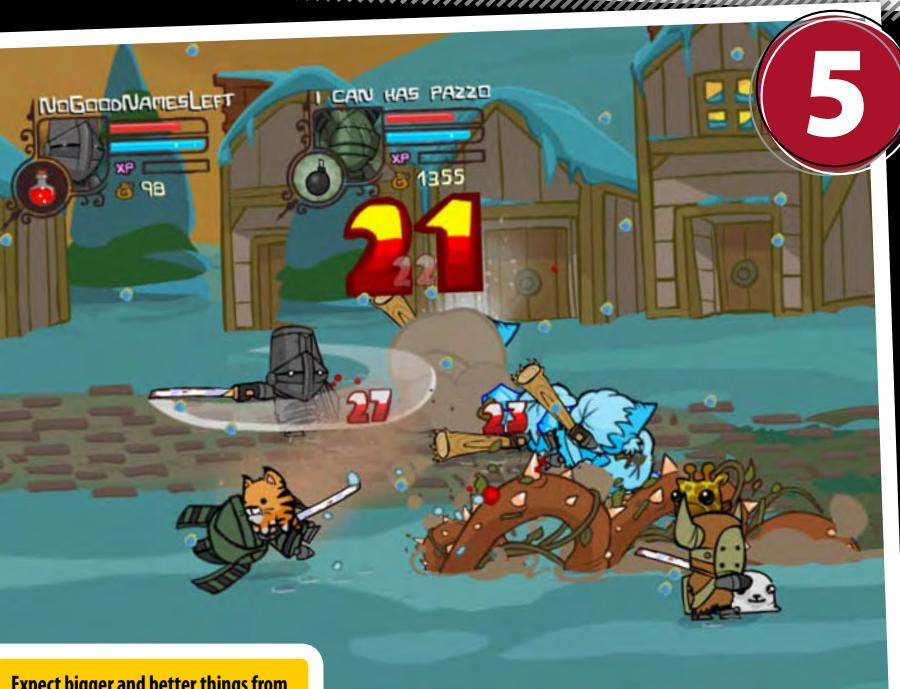
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LIVE ARCADE LIVES!

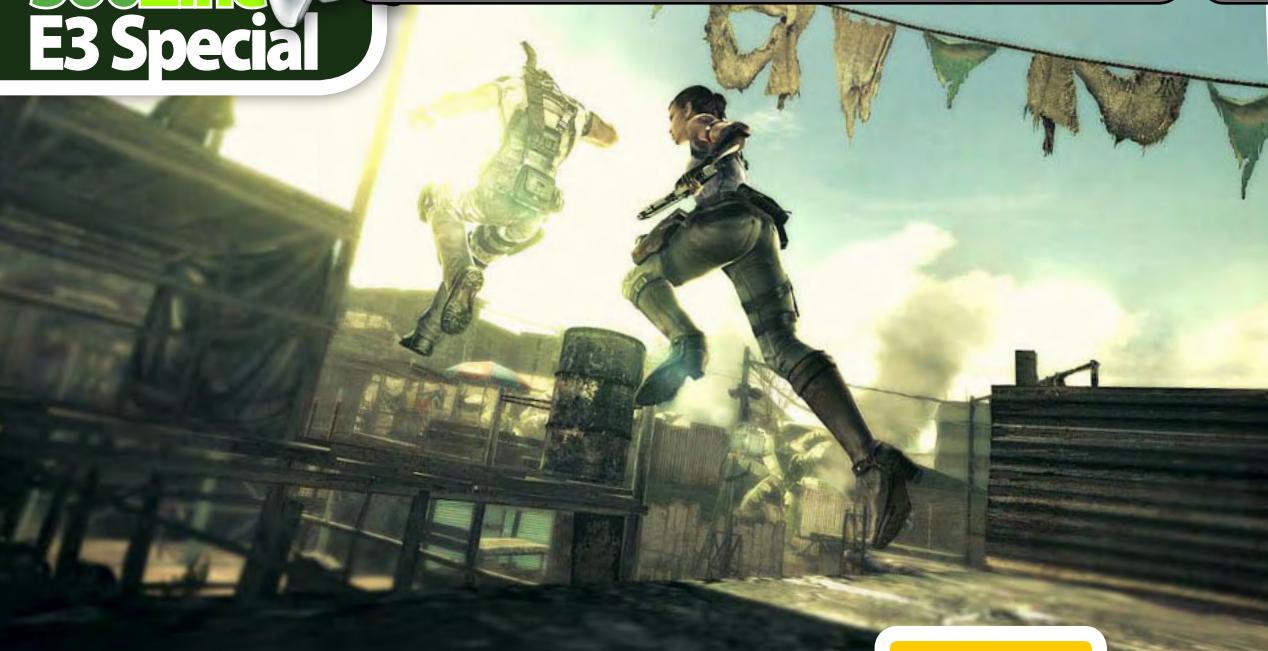
It's fair to say that the Live Arcade service has gone through a very rocky patch of late – games being announced then taking ages to appear, developers complaining about reduced royalties and lack of advertising by Microsoft, and Microsoft's own controversial decision to delist certain games failing to reach a certain critical standard. Yet these issues were all but forgotten about when Microsoft showed off some of the titles set to hit the service later this year.

Bigging up its XNA service – which allows hobbyists and inexperienced bedroom programmers to work on their own titles – was a good start, and then came footage of some seriously impressive XBLA titles. *Geometry Wars 2* might have been expected, but it looked like the original with everything turned up to 11, while Namco's very belated sequel to the original *Galaga* – the blistering *Galaga Legions* –

certainly seems to be even hotter than the developer's previous XBLA effort, *Pac-Man: Championship Edition*. With The Behemoth's long-awaited *Castle Crashers*, and Jonathan Blow's brain-battering puzzler *Braid* all on the way within weeks, it's the perfect time to buy yourself some Microsoft points and get ready to splurge.



Expect bigger and better things from the Live Arcade service real soon.



4

RESIDENT LUSH

Another developer putting its weight firmly behind Microsoft is Capcom, who demonstrated the awesome-looking Resident Evil 5. Again, it was a title



showcased on Microsoft's stage alone, quite amazing considering the series has traditionally been known as a PlayStation-centric series. It's clear that Capcom has decided to take the 'crowd control' scenarios of Resident Evil 4 and ramp them up even further, with probably as many enemies in one scene than in the entirety of the original game.

The graphics and animations were reliably superb (the reload anims once again had us swooning) while the co-operative two-player action – with a second Capcom employee controlling female protagonist Sheva – added a new dimension. Confirmation of a simultaneous worldwide release (on March 13th, 2009) was just the icing on the cake, too.

This is Sheva, the new female controllable character in action.

The new dashboard is a huge improvement on the blades system we currently have to deal with.

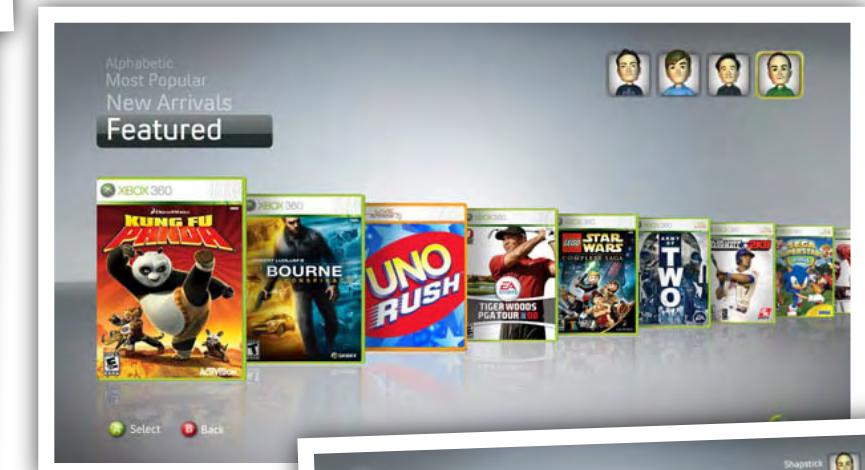
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ARE YOU EXPERIENCED?

Okay, the new Avatars are a blatant rip-off of Nintendo's Miis. But the new dashboard unveiling was an undoubted success. Despite negative murmurings around some corners of the Internet, it's clearly a vast improvement on the sometimes clunky and slow 'blades' system we currently have. Sure, we get by with it, but it looks almost last-gen compared to the new Xbox Experience. It's been streamlined so it's more user-friendly,

with a My Xbox page making it easier to access anything on your console – games, photos, videos – instantly.

While we're not entirely sold on the Avatars (what's going to happen to our Gamerpics?), they do make for a more personal, friendly approach which might just appeal outside Microsoft's core gamer userbase. We'll refrain from saying too much more, as we've got a rundown of the new features on page 24.





→



i



2

GEARS OF PHWOAR

The original Gears of War remains one of the best-looking games on the console, with huge, brilliantly animated characters, fantastic 'destroyed beauty' environments and a framerate that stays cool, even when things are hotting up. So imagine how our jaws dropped when Cliff Bleszinski proceeded to demonstrate one level of the forthcoming sequel, which made its predecessor look about as graphically impressive as... well, as the titles Nintendo showed off at its conference. Gears 2 features action on a much more epic scale, with more and larger enemies, more destruction and just



Gears of War 2 is far bigger and far badder than the first game.

generally more going on – the lighting looking particularly stunning at times. With the ability to now use downed enemies as shields (and apparently the opportunity to ride an enemy Brumak) there's more variety to the 'stop and pop' action of the original – and we're told the game will be significantly longer, too.

Even better news is the new online mode Horde, which tasks you and up to four other players with surviving increasingly difficult waves of enemies. It's old-school mechanics with current-gen audiovisuals, and we can't wait to try it.

If you thought the first Gears of War game looked good, then you ain't seen nothing yet.



1

LUCKY FOR SOME

Final Fantasy XIII had to be something special to top Gears 2, and the news that the next major instalment of Square-Enix's gigantic RPG series will be arriving on 360 as well as PS3 was the shock of the show. Quite simply, no-one expected it – this incredible coup had everyone talking (and, when it was unveiled, cheering and whooping too). The reason this was such big news is simple – Final Fantasy XIII was one of the last remaining third-party exclusives for

As you'd imagine, the graphics will be second to none.



Final Fantasy XIII: Now coming to Xbox 360 in a surprise announcement at E3.

PS3, and certainly the biggest yet to go multiplatform. The fact that Microsoft now has it is reason enough for some people not to bother buying a PS3.

Final Fantasy is a system-selling series, and now Sony has lost that exclusive title, its position in the US, at least, looks more precarious than ever. Bolstered by the arrival later this year of stablemates Infinite Discovery (a 360 exclusive) and The Last Remnant (a timed exclusive), Microsoft's relationship with Square-Enix will win it a significant number of additional supporters. And let's not forget the sense of drama – by closing with such a surprise announcement, just as everyone thought the show was over, Microsoft won the battle of the Big Three in a single, deadly finishing blow.



Time for a Change

How Microsoft is using software to revolutionise the 360 hardware

Aside from the moves to attract non-gamers and casual players with the likes of You're in the Movies and Lips, the most significant feature about Microsoft's E3 was its plans to broaden the capabilities of the 360 outside of its spectrum of games.

For starters we had that news of the brand new interface – which, we'll admit, has taken inspiration from both Nintendo and Sony to create an attractive, user-friendly look which will do a lot to strengthen its appeal outside the core market. The current blades might be fairly gamer-friendly, but while Microsoft's software line-up proved it's still firmly supporting its hardcore userbase, it's also keen to appeal to those gamers who use their consoles less regularly. With a stylish,

clean and attractive new look, the dashboard instantly looks more appealing to those who may well have found the existing set-up ugly and confusing.

Mini Miis

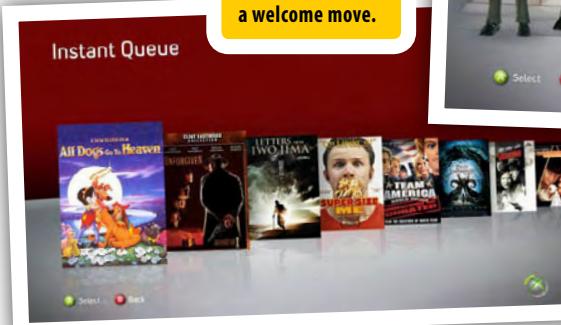
As we've already said, the Avatars aren't quite as successful as the new look on the whole. But once we're over the fact that they're little more than a blatant steal, we're sure we'll get addicted to decking them out in different items of clothing and customising their appearance on a regular basis. With different clothes and accessories to choose from – and the ability to use them in certain forthcoming titles, like Scene It: Box Office Smash – they could well expand in completely different ways to Nintendo's Miis. Indeed, they already have in one interesting way – when your friends are online, they'll be represented as Avatars on your dashboard – which is a bit more visually interesting than just a username, that's for sure.

In the new Community menu, you'll be able to invite up to seven of your friends to what Microsoft is calling a Live Party. You'll be able to chat together and play games together, as

The new menus are being referred to by Microsoft as 'channels'. Now if only we had a remote to flick between them...



The new Party system is a great idea, and the ability to share movies without separate invites is a welcome move.



you might expect, but you'll also be able to share any content on your Xbox 360, so if you want to watch a video together or you simply want to show off your holiday snaps, then get the party started and ask all your mates to come along. And when it's time to grab your joypads and get playing, you'll be able to launch into a multiplayer game immediately, bringing all your party along with you.

Prime suspect

Another brand new feature is Xbox Primetime, which will appear in the Autumn (presumably when the update goes live). The idea behind this is that you'll be able to star in your own game show – Microsoft has partnered with Endemol to bring 1 Vs. 100 exclusively to Live, wherein you'll be able to compete for real-life prizes. It's unclear



as to how contestants are selected, but apparently even if you're not centre stage, or one of the hundred, you'll be able to watch events unfold and play along from the comfort of your own living room. While there hasn't been an awful lot of press coverage for Primetime so far, it's definitely a potentially very powerful string to the 360's bow.

Perhaps even more notable – certainly in the US – is the partnership between Microsoft and Netflix. For those who aren't familiar with the name, it's the largest online DVD rental service, with around eight million customers. Netflix subscribers will be able to stream content to their 360 at no additional cost, and even allow members of their Live Party to watch. While this might not seem significant to UK users, it's key to Microsoft's strategy, and makes the 360 brand even more powerful and attractive. Which is something that can only benefit us all in the long run.

The Netflix partnership will certainly bolster Microsoft's position in the US.



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Publisher: Ubisoft
Developer: Namco-Bandai
Heritage: Soul Calibur series
Link: www.soulcalibur.com
OUT NOW

Soul Calibur IV

The soul definitely still burns

The problem – if you can call it that – with the 1999 Dreamcast classic Soul Calibur was that it was almost too good. Attracting rave reviews across the board for its dazzling graphics and fast, balanced combat, it didn't leave much room for its sequels to raise the bar further. While II and III were both excellent games, the latter in particular struggled to offer a significant improvement above its predecessors. But while Soul Calibur IV doesn't offer any wholesale changes to the original template, its tweaks to the formula all help to make this the best in the series to date.

Soul Calibur still remains one of the most accessible 3D beat-'em-ups, while offering depth to the real hardcore players who can time ukemis and guard impacts perfectly every time. It's

not quite as technical as Virtua Fighter, but that just means anyone can get through Arcade mode on the Normal game setting without having to learn 80 separate moves. Existing characters will feel reasonably familiar to veterans, while offering a few subtle differences that you'll only really notice if you've played the previous versions. For example, we were surprised to find some of Raphael's moves had been altered, to the degree where one rather cheap attack we used frequently in the second game was no longer present. So even if you think that you know Mitsurugi and Taki inside out and back to front, the developers have thrown in a few surprises for you.

The fighter roster is more substantial than ever, with one or two controversial inclusions in the form of characters

from the Star Wars universe. Yet while the back stories are tenuously linked to the Soul Calibur legend at best – and the inclusion of The Apprentice from forthcoming title The Force Unleashed smacks of blatant product placement – they're a pleasure to control. Yoda in particular is a delight – he's fantastically agile, and difficult for opponents to hit. Should you come up against him, however, you'll be pleased that a successful hit can slice a large portion off his energy meter.

The Apprentice is tricky to unlock, but once beaten is likely to become an audience favourite, with some vicious force moves and a particularly cool way of wielding a lightsaber. 360 owners won't get the chance to control Darth Vader (yet) but we're sure he'll appear as downloadable content soon.



A NEW SOUL

What's different about Soul Calibur IV?



Manga leads...



Heart in a gauge



Build, create...



Manga leads to hate

Or to love, actually. Though one or two look a little out of place, the characters designed by famous Japanese manga artists add a bit of variety to the roster. We're particularly fond of Scheherazade, and Kamikirimusu (pictured). The latter certainly looks good for her age – she's apparently over 600 years old – though she's not the most ancient on the fighter's list.

FREEZE FRAME

Breaking the game down, one stage at a time...



5 MINUTES

Discovering how your favourite fighters have changed is as good a place as any to start.



30 MINUTES

Only five stages to Story mode, but you've got another thirty or more characters to complete it with.



4 HOURS

Battling your way through the Tower of Souls, which gets seriously tricky near the top...



8 HOURS

...and harder near the bottom. The rewards are worth it, as some of the best unlockables can be found here.



12 HOURS+

Online play will keep you busy, and mastering all the characters is sure to take you months.



> Soul Calibur IV continued

As for the fighting mechanics, it's pretty much as it used to be but with a couple of adjustments which make more of a difference than you'd initially

think. For starters, you can now destroy an enemy's armour – the legend 'equipment destruction' will appear and any further hits will dole out more damage than before. There's also the chance of pulling off a critical finish,

which is basically an instant win button. While that might sound like a terrible idea, it's only possible if your enemy's soul gauge has turned red, putting them in a state of 'soul crush' and that only happens should they be constantly blocking. Essentially, it forces negative players to go back on the offensive to prevent this from happening, which makes for more exciting play. And the finishes themselves are absolutely thrilling to watch – often shown in slo-mo which makes them look even better.

Talking of looks, Soul Calibur IV is certainly no slouch in that department. While it's probably not pushing the hardware quite as much as previous iterations have, the huge and detailed characters all move swiftly and smoothly, and environment and equipment destruction makes the

>

It's often useful to check out the notes under your character's name when you land a blow.



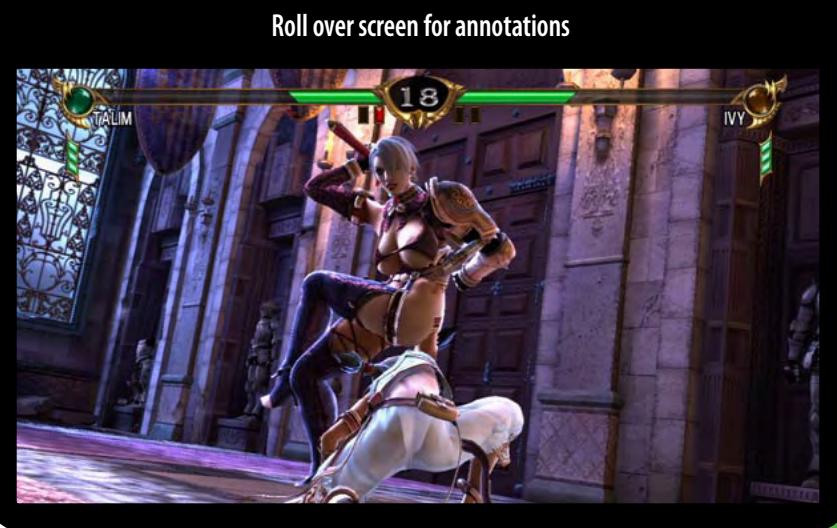
Yoda may seem cheap at first (he can't be thrown, and a lot of mid-level blows go over his head) but he's easy to deal with once you know how.



"The huge and detailed characters all move swiftly and smoothly"

You'll be able to use most characters' accessories (and a host of new ones) during character creation, to personalise your fighter.

Roll over screen for annotations





Reviews



Siegfried's Critical Finish is particularly impressive – it's actually difficult to pull one of these moves off, unless you're playing a very defensive opponent.



The character design in SCIV is exceptional, with some terrific new fighters complementing a wealth of finely tweaked originals.



"Soul Calibur IV is at its best when played against human opponents"

Before you even think about it – no, you can't remove Ivy's clothes in the character creator.

> Soul Calibur IV continued

action more visceral than before. The soundtrack reuses plenty of familiar pieces of music from the previous games and throws a few more memorable tracks into the mix, along with effective use of John Williams' most celebrated Star Wars themes.

Though, as with any beat-'em-up, Soul Calibur is at its best when played against human opponents, but it's the single-player game which has been bolstered by one of the most noteworthy additions. The Tower of Lost Souls offers a series of challenges as you ascend, with the chance to beat a boss at the top. Depending on the floor, you'll often need more than one fighter, which brings in a further neat addition – the ability to swap out a character for another if you're struggling. It's brilliant to tag-team an opponent with two completely different fighters, as they won't know what's hit them when they've been trying to hit an agile foe before coming face-to-blade with Siegfried's enormous sword. Once you've conquered the tower, you'll be able to descend, facing increasingly difficult battles against multiple opponents, with the chance to unlock items as you pass certain markers.

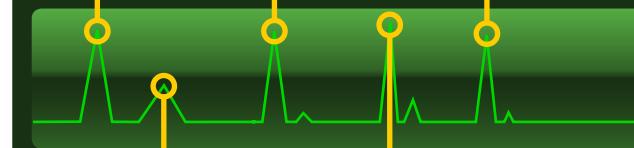
With an online mode that – at the time of writing, at least – was running fairly smoothly, plus an amazingly thorough Character Creation mode, there's so much to Soul Calibur IV that we've not got space to talk about

PULSOMETER Signs of life

Yes! Yoda is a total badass

Afro Raphael? Creating a character is brilliant fun

Can't. Stop. Playing...



everything. For our money, this is the best 3D fighter of the generation so far, and if you even have the slightest interest in the beat-'em-up genre, then you should snap this up immediately. ●

Chris Schilling

360Zine
Verdict

The new king of 3D fighters and totally without equal

► Glorious graphics

► Thrilling scraps, online and off

► So many items and characters to unlock

92%
%



Publisher: EA
Developer: EA LA
Heritage: Medal of Honor, C&C 3: Tiberium Wars
Link: www.ea.com/cnckw360/index.jsp
OUT NOW

Command & Conquer: Kane's Wrath

Revenge is sweet in this action-packed RTS expansion

The Command & Conquer games were the first to really break out of genre confines to become hugely successful titles in their own right, with the originals rightly heralded for their (at the time) innovative approach to realtime strategy. The RTS has never really worked too well on console, so it was with some trepidation that many 360 gamers approached Command & Conquer 3: Tiberium Wars. Yet the series' relatively

basic gameplay (when compared to more modern realtime strategy games, at least) fit the console relatively well, with just a few control issues blotting the game's copybook slightly. It's fair to say that Kane's Wrath shares almost the exact same strengths – and also its weaknesses – as its immediate predecessor.

The pricing is the first element that has both positive and negative ways of looking at it. Kudos to EA for not



launching it as a full-price release, despite the game essentially being a standalone title. But on the other hand, it's a poor show compared to the PC expansion. It's more expensive, and doesn't contain the Global Conquest mode – a Risk-like game which added strategy and depth to the standard C&C template. Instead we get a new mode – Kane's Challenge. This is a series of set battles which you can choose to tackle with any one of the game's nine sub-factions. Unfortunately though, this just feels like more of the same old stuff rather than something totally fresh like Global Conquest – the replacement mode really does pale by comparison.

The nature of the game itself is also up for debate – it's a standalone expansion pack, which means you don't need Tiberium Wars to play it – clearly a good thing for 360 owners not accustomed to the tradition of PC-style expansions. Yet if you've not played the original, the story here will seem pretty baffling. Though the training mode is fairly comprehensive

"Kane's Wrath shares almost the same strengths – and also its weaknesses – as its immediate predecessor"

COMMAND AND CONQUER

Why attacking alone is Nod enough



Unpack...

Relax...

And destroy!

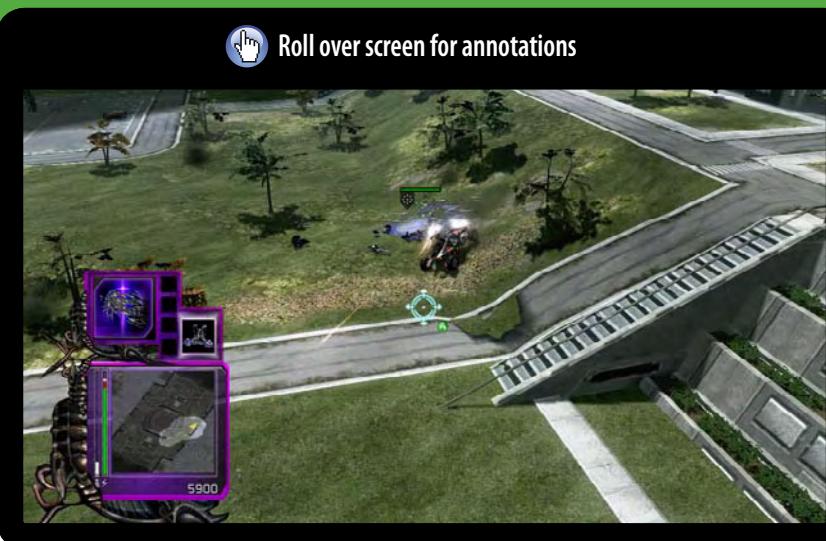
Unpack...

Once you've positioned your MCV, you need to unpack the structure to start building. Start with a power plant, and then make sure you've got barracks to produce troops. If you're starting with the tutorial then this is explained, along with the new interface which makes controlling multiple units easy.



It's easy to control the action, even when there's a lot going on.

It's still enormously satisfying to build up your armies and then watch as they slowly and surely pull apart the enemy forces piece by piece.



Roll over screen for annotations

> C&C: Kane's Wrath cont.

and explains the controls and mechanics very well, the cutscenes will confuse anyone who's picked this up as their first C&C game. Though admittedly, the cheesy-as-hell story sequences (featuring some legendary – and probably knowingly – bad acting) are still hugely entertaining, with the actors hamming it up something rotten against sets that make Seventies-era Doctor Who look like Pinewood Studios.

The basic story is that, after its defeat in the second Tiberium war, the

Brotherhood of Nod has split into nine different sub-factions, without the leadership of bearded baddie Kane to hold things together. Well, Kane's back, and he's hoping he can overthrow the leaders of these splinter cells to rule over the Brotherhood once more. This is all accomplished in the manner you might expect – a bit of stealth here and there, the odd defensive campaign, but mostly brute force, as you spread out from your base and attempt to capture as many facilities as possible before taking your by-now massive army and

camping outside your enemy's stronghold, firing on any and all enemy emplacements and buildings. It might not offer too much that's new in terms of gameplay – particularly in the Campaign mode, as you only have the ability to play as one side – but it's still entertaining if you're after a more action-packed take on traditional strategy games.

Perhaps the most successful facet of Kane's Wrath is the revamped control scheme. EA LA has made a very sensible decision to rework the controls

entirely, rather than attempt to fit PC-style mouse and keyboard commands around the 360 joypad, and it's an almost completely successful revamp. You'll use the A button for the vast majority of orders, which change according to where your cursor is positioned, but the real innovation is in the new radial menu. Squeeze the right trigger, and you'll be able to

>

"EA has made a very sensible decision to rework the controls entirely"

FREEZE FRAME

Breaking the game down, one stage at a time...



15 MINUTES

Getting to grips with the brand new control scheme, which soon becomes second nature.



2 HOURS

Kane's giving you an ear-bashing, which must mean you're not doing very well in Campaign mode.



5 HOURS

Breezing through enemy defences – the action's hotting up, though you're wishing for more variety.



7 HOURS

Onto the game's Challenge mode – the ninety (count 'em) missions will keep you going for a fair old while.



12 HOURS+

Online multiplayer adds longevity – just find a like-minded opponent at roughly the same skill level.



Reviews



With bright lasers flashing across the screen in the more hectic skirmishes, it's quite a spectacular sight at times.



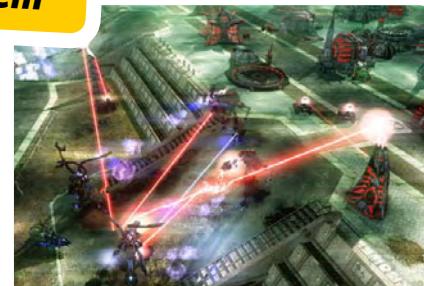
The Tiberium crystals that you mine are unfortunately harmful to your infantry. Particularly annoying when you're leading them across the map and find it a real struggle to extricate them.



"It takes a little while to get the hang of the new control system"



Multiplayer is the best way to play the game, but the huge array of missions in Kane's Challenge will keep solo players busy for quite some time.



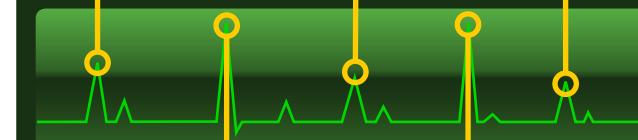
Playing as cyborgs is cool. Perhaps it's the fact that their larger units are huge mechs, or perhaps it's the moody red and grey colour scheme.

PULSOMETER Signs of life

Thorough tutorial takes you through the basics

Campaign becomes a bit of a slog

Challenge mode no match for Global Conquest



Hilarious cutscenes
propel the story

Online play is great fun

factions, which offer a pleasing amount of variety in multiplayer skirmishes. Not a must-buy then, but recommended to RTS lovers looking for their next fix of tactical action. ●

Chris Schilling

> C&C: Kane's Wrath cont.

select from an array of commands instantly. It takes a little while to get the hang of, but once it clicks, you'll be manoeuvring your entire squad around the battlefield, while simultaneously taking charge of your buildings back at base. We still have some issues with units seemingly refusing to respond in some circumstances, though that might just be us getting a little trigger-happy with that A button – as if pressing it multiple times will somehow make those buildings fall that bit quicker. Naturally, it doesn't.

Ultimately, Kane's Wrath won't change your mind about the series. If you've resisted C&C's charms before then there's little here to make you significantly alter your opinion. By the same token, if you've finished Tiberium Wars and were simply after more of the same, then this is a very worthwhile purchase – certainly if you fancy trying your hand with a series of different sub-



360Zine Verdict

A decent expansion – no more, no less.

Classic C&C gameplay

Lack of variety

Not as good as the PC version

76%



NAVIGATE →

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Xbox Live Arcade Round-Up

Welcome to the stage of history



Soul Calibur

Developer: Namco Bandai
Publisher: Namco Bandai Price: 800 MP (~£6.80)

Never before have we been so undecided about a game. Although it's a port of the Dreamcast version of Soul Calibur, and as such, features the same brilliant fighting mechanic, elaborate stages, and still decent enough graphics, Namco have stripped the soul out of Soul Calibur by removing the innovative Mission mode – which was the best bit about the original game by far.

"Namco have stripped the soul out of Soul Calibur by removing the Mission mode"

With no online play and the game's main single-player mode removed, this is a disappointing package.

- Like Fighting's still good
- Like Offline multiplayer's fun
- Dislike No Mission mode

More missions needed

73%

Ticket to Ride

Developer: Next Level Games
Publisher: Playful Entertainment
Price: 800 MP (~£6.80)

Ticket to Ride is an enjoyable enough board game based around the great railroad expansion of early 1900s America. Drawing first a route card and then a coloured train card, it's up to you to claim routes across the country and also to connect the two destinations on your route card, while also blocking your opponent in the process. It may be a slow paced kind of game, but there's plenty of strategy that goes into each turn – with offline and online multiplayer (for up to five people), this is recommended.



- Like Offline and on
- Like Plenty of strategy
- Dislike Not that great visually

We've got a ticket to ride

83%



Schzoid

Developer: Torpex Games
Publisher: Microsoft Price: 800 MP (~£6.80)

Ah, now this one is definitely a bit of a strange one, and no mistake. A two-player, co-op shooter without the shooting, Schzoid tasks you with piloting a small craft around a variety of biologically themed arenas, simply crashing into enemies that are the same colour as you. The twist comes when you see that enemies that are the same colour as your friend's ship go after you – forcing you to work closely together if you're to have any hope of survival. That may all sound confusing, but in reality it's a lot more fun than it sounds and it's very easy to get totally hooked.



- Like Challenging
- Like Great gameplay
- Dislike Lacking presentation

Just the two of us

83%



- Like Nice graphics
- Like Nice gameplay
- Dislike Needs more holes

Birdie

81%

Golf: Tee it up

Developer: Housemarque Publisher: Activision
Price: 800 MP (~£6.80)

With 3D Ultra Minigolf having reigned supreme over the XBLA for the past few months, a challenger has arrived, in the shape of Golf: Tee it up. From the people who bought you Super Stardust HD, the game is a more down to earth version of the XBLA's current golf champ, with a decent variety of courses. With three friends, this is a blast, and very close to being a competitor to 3D Ultra Minigolf. If only it had a few more courses, then it might actually have rivalled it. Close, but a last-minute bogey keeps it off the leaderboard.



→



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NAVIGATE →

Next Month

In 360Zine Issue 22



FABLE III

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CONTROL →





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